"Dice Rolling Grandmaster" by **Joseph D. Smith**

[6]1[5]2[4]3[4]3[5]2[6]1

The above numbers are relative to how likely you are to roll two 6-sided dice in a desired fashion.

You are likely to roll the following sequences(the top number is equated with the bottom, along with the numbers that are next to them):

6 5 4 4 5 6

1 2 3 3 2 1

Example:

A 6 may more than likely subsequently roll a 1 or a 5(with an outcome of 2 chances); a 5 to a 2-4-6 (with an outcome of 3 chances); a 4 to a 3-5 and also another 4(with an outcome of 1 chance).

Also, the following sequences are possible too:

A 1 to a 6-2 (with an outcome of 2 chances); a 2 to a 5-1-3(with an outcome of 3 chances); a 3 to a 4-2 and also another 3(with an outcome of 1 chance).

The higher your chances of rolling a certain number, the less likely you are to roll your desired number, when more numbers compete. If you are playing YAHTZEE, and you roll a 3, you may want to keep it, as you are more likely to roll a straight, or a three of a kind, because you have 1 chance of winning your roll.

This method is by no means an alternative to any strategies, and results may vary. Use your own logic along with this method. Use at your own discretion.

This is the logical way of looking at rolling dice. Try it out, and modify it a bit if you need. And share this method with every dice player you know!